CLAIMS

1.   A game involving the simulated sale of product for value and accumulation of value from such simulated sale(s), the game being playable by a plurality of players with a plurality of cards, the game comprising:

a first plurality of cards, each of said first plurality of cards representing a player's ability to sell product for value, whereby a player must play at least one of said first plurality of cards to be able to simulate the sale of product;

a second plurality of cards, each of said second plurality of cards representing one or more simulated product having value and which may be the subject of a simulated sale by a player;

a third plurality of cards, each of said third plurality of cards representing one or more simulated depository for simulating the safekeeping of value obtained from the simulated sale of product, whereby a player must play at least one of said third plurality of cards to simulate the accumulation of value from the simulated sale of product;

a fourth plurality of cards, each of said fourth plurality of cards representing at least one simulated problem hindering at least one player's ability to simulate the sale of product, whereby when at least one of said fourth plurality of cards is played against a player, the player cannot simulate the sale of product; and

a fifth plurality of cards, each of said fifth plurality of cards representing the removal of at least one simulated problem represented by at least one among said fourth plurality of cards, whereby a player can remove the at least one simulated problem

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represented by at least one of said fourth plurality of cards by playing at least one of said fifth plurality of cards.

2.   The game of claim 1, wherein the simulated product is drugs and the value obtained from the simulated sale of drugs is money.

3.   The game of claim 2, wherein at least one of said second plurality of cards is placed with one of said first plurality of cards by a first player to simulate the offering of drugs for sale by the first player, further comprising a sixth plurality of cards, wherein a second player may play at least one among said sixth plurality of cards against the first player to cause the second player to obtain possession of said at least one of said second plurality of cards placed by the first player.

4.   The game of claim 1, wherein the game is played by the plurality of players taking turns one at a time in an order of play, further comprising a seventh plurality of cards, wherein the playing of at least one among said seventh plurality of cards causes reversal of the order of play of the game.

5.   The game of claim 1, wherein the game is played by the plurality of players taking turns one at a time in an order of play, further comprising an eighth plurality of cards, wherein the playing of at least one among said eighth plurality of cards causes a player to skip the next turn of such player.

6.   An article of manufacture useful for playing a game, the game involving the simulated sale of product for value and accumulation of value from such simulated sale(s), the game being playable by at least one player with a plurality of cards, the article of manufacture comprising:

a plurality of SHOP cards, each of said SHOP cards representing a player's ability to sell product for value, whereby a player must play at least one SHOP card to be able to simulate the sale of product;

a plurality of PRODUCT cards, each of said PRODUCT cards representing one or more simulated product having value and which may be the subject of a simulated sale by a player;

a plurality of ACCOUNT cards, each of said ACCOUNT cards representing one or more simulated depository for simulating the safekeeping of value obtained from the simulated sale of product, whereby a player must play at least one of said ACCOUNT cards to simulate the accumulation of value from the simulated sale of product;

a plurality of PROBLEM cards, each of said PROBLEM cards representing at least one simulated problem hindering at least one player's ability to simulate the sale of product, whereby when at least one of said PROBLEM cards is played against a player, the player cannot simulate the sale of product; and

a plurality of PROBLEM REMOVAL cards, each of said PROBLEM REMOVAL cards representing the removal of at least one simulated problem represented by at least one among said PROBLEM cards, whereby a player can remove the at least one simulated problem represented by at least one of said PROBLEM cards by playing at least one of said PROBLEM REMOVAL cards.

7. The article of manufacture of claim 6, wherein the game is played in one or more hands and a recorded score is maintained for each of the at least one player, wherein at least one of said PRODUCT cards is associated with one of said SHOP cards by at least one player to simulate the offering of product for sale by the at least one player, further comprising a plurality of HAND OVER cards, wherein the playing of at least one among said plurality of HAND OVER cards causes termination of the current hand of the game, whereby the value of all of said PRODUCT cards associated with each of the at least one player's said SHOP card is deducted from the players' respective recorded score.

8. The article of manufacture of claim 7, further including a plurality of PROTECTION cards, wherein the recorded score of any player possessing one of said PROTECTION cards is not reduced when one of said HAND OVER cards is played.

9. The article of manufacture of claim 6, wherein a recorded score is maintained for each of the at least one player, further including a plurality of PAY OFF cards, wherein the playing of one among said plurality of PAY OFF cards causes reduction of a player's recorded score by a designated value.

10. A method for playing a card game involving the simulated sale of product for value and accumulation of value from such simulated sale(s), the game being playable by at least one player with at least first, second, third, fourth and fifth pluralities of cards, the game comprising:

at least one player displaying at least one of the first plurality of cards to be able to simulate the sale of product;

the at least one player displaying at least one among the second plurality of cards to simulate the offering of product for sale by the at least one player;

the at least one player displaying at least one among the third plurality of cards to simulate the establishment of a depository for safekeeping any simulated value obtained from the simulated sale of product by such at least one player;

at least one player having at least one among the fourth plurality of cards played against such at least one other player to simulate the existence of at least one problem preventing the at least one other player from simulating the sale of product; and

the at least one other player playing at least one among the fifth plurality of cards to remove at least one simulated problem represented by at least one among the fourth plurality of cards played against such at least one other player and enable the at least one other player to simulate the sale of product.

11.   The method of claim 10, further including a first player placing at least one among the second plurality of cards proximate to one of the first plurality of cards to simulate the offering for sale of product by the first player.

12.   The method of claim 11, further including a second player placing at least one among the fourth plurality of cards proximate to the at least one of the first plurality of cards displayed by the first player to prevent the first player from simulating the sale of product.

13.   The method of claim 11, further including the first player moving at least one among the second plurality of cards to be proximate to at least one among the third plurality of cards to simulate the accumulation of value from the sale of product by the first player.

14.   The method of claim 13, wherein a recorded score is maintained for each player and wherein each of the second and third pluralities of cards indicates a value thereof respectively, further including adding to the recorded score of the at least one player the value of the card among the third plurality of cards displayed by such player when the cumulative value of the at least one among the second plurality of cards moved proximate to such card equals the value of such card.

15.   A method for playing a game by at least one player with a deck of game cards including, without limitation, pluralities of SHOP, PRODUCT, ACCOUNT, PROBLEM and PROBLEM REMOVAL cards, each of the PRODUCT and ACCOUNT cards indicating a value thereof respectively, the game simulating the accumulation of value by each player from the simulated sale of at least one type of product, a score being maintained for each player, the method comprising:

dealing a plurality of game cards to each player from the card deck; and

each player repeatedly taking turns until a player wins the game, each turn of each player including one among a plurality of moves, the plurality of moves including

discarding a game card and drawing a game card from the card deck,

establishing a SHOP stack with a SHOP card,

after establishing a SHOP stack, a player placing at least one PRODUCT card onto the player's SHOP stack,

after establishing a SHOP stack, a player establishing an ACCOUNT stack with an ACCOUNT card,

after establishing a SHOP stack and an ACCOUNT stack, a player moving at least one PRODUCT card from a SHOP stack to an ACCOUNT stack of the player to simulate the receipt of value from the sale of product represented by the at least one PRODUCT card, and

adding to the score of a player the value of the ACCOUNT card of such player's ACCOUNT stack when the cumulative value of the PRODUCT cards on such ACCOUNT stack equals the value of such ACCOUNT card.

16.   The method of claim 15, further including placing a PROBLEM card on another player's SHOP stack to simulate the existence of at least one problem preventing the other player from simulating the sale of product, whereby the other player cannot move any PRODUCT cards from such SHOP stack to an ACCOUNT stack until such PROBLEM card is removed

17.   The method of claim 16, further including such other player playing a PROBLEM REMOVAL card, allowing such other player to remove such PROBLEM card from such other player's SHOP stack to simulate removal of the at least one simulated problem represented by the PROBLEM card placed upon such other player's SHOP stack.

18.   The method of claim 15, wherein the plurality of cards includes a plurality of JACK MOVE cards, wherein a first player may place a JACK MOVE card on the SHOP stack of a second player to cause the second player to turn over all PRODUCT cards on such SHOP stack to the first player.

19.   The method of claim 15, further including at least two players trading at least one card between them at any time during the game.

20.   The method of claim 19, further including all players agreeing to change any one or more rule of the game.

21.   The method of claim 20, further including terminating play of the game when a player's recorded score is at least a certain amount.